

Outlaws!

Character Creation

Roll 1d6 six times. Assign the resulting numbers to:

Shootin'

Thinkin'

Brawlin'

Talkin'

Dodgin'

Jumpin'

These are your roll modifiers.

Health is calculated by $1D20 + 2D6$

To resolve any situation, roll 2D6 and add the modifier to the result. This will just be referred to as "Rolling"

Challenge Level	Required Result
Easy	4
Medium	7
Hard	10
Insane!	12

Firearm	Damage
Pistol	$3+1d6$
Rifle	$3 + 2d6$
Shotgun	$4 + 2d6$
Bow	Shootin' Modifier +1d6

Weapon	Damage
Fists	Brawlin' Modifier + 1D6
Knife	$3 + 1D6$
Machete	$3 + 2d6$

Fightin'

To hit you roll and add the shootin' or Brawlin' Modifier (Depending on the type of attack) and your opponent rolls and adds their dodgin' modifier. If you get shot at or dragged into a brawl, you would do the opposite (you roll and add dodgin' a dodging modifier, while the opponent rolls and adds their shootin' or brawlin').

If it hits, then you take damage.(listed in the table above)

If you get to 0 HP, you're dead, Partner. Roll a new Outlaw!

You start with \$5.

Firearm	Cost
Pistol	\$3
Rifle	\$12
Shotgun	\$20
Bow	\$5

Weapon	Cost
Fists	You have fists
Knife	\$3
Machete	\$12